

In the Emperor's Name



CAMPAIGNS 2.0
FORGE OF WAR
DEVELOPMENT GROUP

FOREWORD

One of the most successful and most praised parts of the First Edition was the Campaigns Appendix. As this and the other sections have grown it was decided to split the rules into three documents.

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Credits

It is the practice of the Forge of War Development Group to give credit to each person who contributes to one of our rulesets through their contributions and play testing.

Jason Mastros	Author of the Campaign section.
Craig Cartmell	Original Author & Editor.
Chris Knowles	Contributor & Proof-reader.
Mike Rybak	Contributor.
Edgar Traverso	Contributor.
Scott R. Pyle	Contributor.
Greg Storey	Contributor.
Gavin Brown	Contributor.
'Global Academy'	Contributor.
Francisco Javier	Contributor.
Joseph Urban	Cover Art.

INTRODUCTION

This appendix contains guidelines for randomly generating campaigns, specifying the nature of the missions that take place in the campaign, and generating the enemy forces that will be encountered. All guidelines are meant to be taken as suggestions for balanced and interesting game play, but they are by no means meant to be followed without deviation. If you feel the game would be improved by adjustments, let common sense and fun be your guide. If the enemy force generator calls for models you do not have, either substitute to your heart's content or pick a different force list that you can use.

This supplement is primarily intended for creating solo-play scenarios, but can be easily adapted for multi-player games.

- I. **CREATE A RETINUE** – Create a 200-point retinue list from the Inquisitor force list of your choice. You may select a force list other than the Inquisitorial lists provided, but in keeping with the spirit of the game, it should ideally be at force with at least nominal allegiance to (or alliance with) the Empire of Man.
- II. **IDENTIFY THE SETTING** – It is not absolutely necessary to identify a setting for your game, but it certainly can lend to a more atmospheric game. To randomly select a campaign setting, roll a 1d6 and consult the chart below:

DIE ROLL	SETTING		SETTING
1	IMPERIAL BARRACKS WORLD-	4	IMPERIAL SECTOR CAPITOL -
2	ISOLATED MINING COLONY -	5	HIVE WORLD -
3	ABANDONED RESEARCH STATION -	6	IMPERIAL FORGE WORLD -

A NOTE ABOUT DIE ROLLS IN THE CAMPAIGN SUPPLEMENT: You will occasionally be asked to roll D12s or D18s on some tables. Use the appropriate dice if you have them handy (you can use D20s in place of D18, just reroll results of 19-20), but it is not necessary. You can simulate their use with D6s. Simply roll 2 separate D6s of different colour or shape. Identify one as Die A and the other as Die B. Die A takes on one of the following values, depending on the type of die you are simulating:

	On roll of:	Die A has value of:
If D12:	1-3	0
	4-6	6
If D18:	1-2	0
	3-4	6
	5-6	12

Simply add the face value of Die B to the above result.

For instance, when rolling a D18, a roll of 5 on Die A and a 3 on Die B would equal 15.

III. IDENTIFY THE MYSTERY

Inquisitors of the Emperor must be constantly vigilant, lest the Enemies of Mankind succeed in their dark schemes. In order to determine what events are being investigated in the campaign, roll 1d12 and consult the chart below:

1d12	
1	HEIGHTENED CULT ACTIVITY -There have been reports of strange rites taking place, along with the occasional desiccated body that appears to have been subjected to strange rituals. Word has reached the Inquisition, and now it is your task to seek out the truth and stop the spread of Heresy. (Primary Enemy: Lost and the Damned, Alternates: Agents of Chaos, Traitor Legion, Hive Gang)
2	RUMOURS OF HOLY RELIC - A long-missing relic has been reportedly been found that dates back to the days when the Emperor still walked Holy Terra. Little is known about its authenticity or its hidden powers, but now dark and powerful forces are spreading their net wide to attempt to be

	the first to recover it. (Primary Enemy: Agents of Chaos, Alternates: Lost and the Damned, Death Brigade, Traitor Legions)
3	MISSING HERETICAL TEXT -An ancient text that was long a part of a bureaucratic librarium has gone missing, and only afterwards has the truth come out that the text was a blasphemous piece of work devoted to mastering the powers of the warp. The Enemies of Man hope to recover this text and turn its powers against humanity. It is up to you to see that they fail. (Primary Enemy: Agents of Chaos, Alternates: Lost and the Damned, Imperial Guard)
4	SUSPICIOUS PLANETARY GOVERNOR -The planetary Imperial authority has become increasingly reclusive and secretive about his activities. As of late, he has failed to respond to repeated request from High Terra for status reports. Investigate with all haste... (Primary Enemy: Genestealer Cult, Alternates: Imperial Guard, Hive Gang)
5	DEATH OF IMPERIAL HIGH MARSHAL - The Imperial High Marshal of the sector has died recently under veiled...and bloody...circumstances. All indicators point to a military operation carried out with discipline and precision, so there is probably some sort of enemy sleeper cell at work. (Primary Enemy: Death Brigade, Alternates: Lost and the Damned, Traitor Legions)
6	THE CURIOUS CASE OF THE CRAZED INQUISITOR -A secretive Inquisitor of the radical faction is up to some manner of heretical skulduggery, and rumours abound of daemonic rituals and Xenos influence. All that is certain is that the rogue Inquisitor has gone missing and may be plotting something terrible for the human population of this sector. (Primary Enemy: Radical Inquisitor, Alternates: Orks, Lost and the Damned, Hive Gang)
7	TROUBLE ON THE FRONTIER – A Rogue Trader operating on one fringe of the Imperium has gone too far in the quest for knowledge, wealth, and power. He has set himself up as ruler of a mad criminal and Xenos confederation that threatens the stability of the <i>Pax Imperium</i> in this sector. You must venture into the heart of darkness and bring the traitor to heel before he can do further damage. (Primary Enemy: Rogue Trader, Alternates: Eldar Pirates, Orks, Squats, Hive Gang)
8	THE MACHINE GOD QUAKES – In the course of searching for understanding of ancient and forbidden technology, a venerable and respected Tech Priest Questor has gone rogue. Reports have filtered in that he has succeeded in harnessing an ancient evil and is now manipulating it for his own sordid ends. He may even be in negotiation with xenos operates to turn his secrets over to them. Investigate the traitor Tech Priest and bring him to justice. (Primary Enemy: Adeptus Mechanicus Party, Alternates: Necrons, Tau)
9	REBELLION – Spurred on by dangerous rumours that the Emperor of Mankind may already be dead, the governor of a powerful core system is about to declare independence from the Imperium and seeks to bring other Imperial systems with him on his ruinous path. Bring the light of the Emperor back to this lost and wretched world and end this dangerous rebellion before it can take shape. (Primary Enemy: Lost and the Damned, Alternates: Imperial Guard, Adeptus Mechanicus, Hive Gang).
10	DEADLY ZEAL – The Bishop on a nearby world has taken his zeal for the Emperor to deadly extremes. It is feared that he will attempt to butcher the population of an entire Imperial agricultural world as a “gift” to the Emperor. He has even co-opted a local detachment of Adeptus Astrates into supporting him. The mark of Chaos may be present. Protect the innocents and put an end to the mad Bishop before he can bring his horrific scheme to fruition. (Primary Enemy: The Ecclesiarchy, Alternates: Space Marines, Hive Gang, Lost and the Damned)
11	AGAINST THE ANCIENTS – A stepped up Eldar presence near a war-ravaged Imperial forge world may be an indicator that the local surviving Imperial citizenry is plotting with the Xenos. It is suspected that the world in question may hold powerful Eldar shrines under its industrialized surface. Investigate, and prevent these nefarious aliens from stealing one of the Emperor’s worlds. (Primary Enemy: Craftworld Eldar, Alternates: Harlequin Eldar, Eldar Pirates, Lost and the Damned).
12	THE GREATER GOOD – The Tau have made a bold incursion into Imperium space and are attempting to subvert the rule of the Golden Throne with honeyed promises of freedom and

	equality to Imperial Citizens. They have brought a variety of alien allies with them, and all indicators point to trouble unless you can diffuse the plot. (Primary Enemy: Tau, Alternates: Imperial Guard, Squats, Hive Gangs).
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IV. THE RETINUES

A GUIDE TO RETINUES					
A	Agents of Chaos	H	Space Marines	O	Genestealer Cult
B	The Traitor Legions	I	Radical Inquisitor	P	Squats
C	Death Brigade	J	Adeptus Mechanicus Questor Party	Q	Craftworld Eldar
D	The Lost and the Damned	K	Imperial Navy Landing Party	R	Harlequin Eldar
E	Imperial Guard	L	Hive Ganger	S	Eldar Pirates
F	Ecclesiarchy	M	Orks	T	Necrons
G	Rogue Trader	N	The Tau		

V. MISSION TYPES.

There are four types of missions in campaigns: Investigation, Breakthrough, Defeat, and Endgame.

Investigation and Breakthrough missions allow players to earn Victory points.

Survival Missions only require the player to survive or complete some objective but do not allow for Victory points to be earned.

Endgame missions only take place once the player has earned enough Victory points and give the player the opportunity to face off against his grand nemesis and win the campaign.

VI. CAMPAIGN FLOW.

Play always begins with a random Investigation mission. If any Victory points are earned from the Investigation Mission, the player may next select a random Breakthrough mission, which allow for larger numbers of Victory points to be earned.

As long as Victory points are earned, further random Breakthrough missions may be played. However, if an Investigation or Breakthrough mission ends with no Victory points earned, the player must next select a random Survival mission in which the enemy strikes back at the player. If the player's retinue makes it through the Survival mission, it must begin once again with an Investigation mission.

Once ten Victory points have been earned, the player has gathered enough information to track the primary foe down and confront him, which takes place in a random Endgame mission.

In between missions, the player has the chance to recruit reinforcements and engage in potentially enriching scouting missions to advance his investigation.

VII. ENEMY FORCES IN EACH CAMPAIGN.

There are three enemy retinue lists associated with each campaign. One is identified as the primary enemy retinue, and any scenario that calls for the primary enemy retinue will employ this one. The two or more alternate enemy retinues associated with each campaign are support forces employed by the enemy. Where a scenario calls for an alternate enemy retinue, randomly choose between one of these.

Example: For a campaign, your primary opponent is Force B (The Traitor Legions). Your alternate enemy retinues are forces C (The Death Brigade) and D (Imperial Guard). A mission calls for an alternate enemy retinue, so you randomly choose between the Death Brigade and Imperial Guard with a d6 roll, selecting the Imperial Guard. In this scenario, you will face off against corrupted elements of the Imperial Guard.

VI a. ROLLING UP AN ENEMY RETINUE.

Each mission specifies the identity and point-size of the enemy retinue that will appear in the mission. Just cross reference the Identifier of the enemy retinue in the Enemy Retinue Generator starting on page 15, and roll the dice specified to determine each element in the enemy force.

Each time you roll up an enemy element, note its type, number, and point value. Keep rolling until all the enemy retinue points are used up. It is okay to roll up a number larger than the those available (i.e. There are only 13 points left but you roll up a model with 27 points), but once the balance has been reduced to zero, no more elements may be rolled up.

Do not worry if you do not have the appropriate models available to represent those that are rolled up. It is perfectly acceptable to proxy models as you wish; just let your opponent know what each one represents. Alternately, if you roll up a model that you do not have, you can just reroll until a model is chosen that you can put on the table and repeat until all the enemy retinue points are used up.

VIII. OBJECTIVES AND VICTORY POINTS.

Successfully completing objectives in Investigation and Breakthrough missions allow for the player to earn Victory points.

Once ten Victory points have been earned, the player may move onto on to an Endgame mission and attempts to win the campaign. Victory points can also be traded in for more reinforcements between missions, but they will no longer count toward the player's Victory Point pool.

IX. REINFORCEMENTS AND RECOVERY OF THE WOUNDED

Between missions, the player may make a Grit roll for any of his own retinue's models lost as a casualty in the last mission. Any successful grit rolls result in the model being returned to action immediately, whereas any failed grit rolls result in the model being lost permanently.

Also between missions, the player receives 20 points for reinforcements at the end of each mission. These can include models from his retinue list and additional allowable weapons, armour, and abilities allowed by his retinue list to enhance existing models. In addition, the player may expend Victory points in order to get more reinforcements. He can get 15 points of reinforcements for each Victory point spent. Unspent reinforcement points can be saved and spent at a later time.

X. RECONNAISSANCE ACTIONS BETWEEN MISSIONS

Between each mission, the player may opt to send one of his retinue's models on a lone scouting action in an effort to further the investigation. A variety of outcomes may result from such a choice, as outlined in the table below:

1d12	Reconnaissance Action Outcome
1	No effect.
2	Ambush! The player's agent that is scouting must pass a Grit roll. On passing, the model survives and carries on as normal. On rolling its Grit value exactly, it will be out of action for the next mission but can return after that. On failing its Grit roll, the agent is lost to the enemy ambush.
3-4	Intel uncovered: earn 1 Victory Point.
5	Local Trouble! The locals tire of your agent's questions and give him a sound pummelling. The player's model that is scouting must pass a Grit roll. On passing its Grit roll, it may carry on as normal. On failing its Grit roll, the agent is too pummelled to take part in the next mission.
6-7	Windfall. The player's agent that is scouting must pass a Grit roll. On passing, the agent discovers a windfall of 5d6 reinforcement points. On failing the Grit roll, nothing is discovered.
8-9	Recruit Local Ally: For the cost of 5 resource points, you may enlist the aid of a local who knows the surroundings well. You may use his or her expertise to sneak as many as three models from your retinue to any location on the board (not in line of sight of the enemy) at the outset of the next game. As these models must be stealthy, none may have an armour value greater than +7 or a point value greater than 30.
10-11	Allies: Your agent makes contact with forces friendly to the Imperium. You may recruit forces from any Imperial retinue, so long as you have reinforcement points to cover the cost of the recruitment.

12	Double-back! Your agent has been followed back to your retinue, and now the enemy tries to stage an attack. The agent that is scouting must make a Grit roll. On succeeding, the agent shakes the enemy pursuers and nothing else happens. On failing the Grit roll, the enemy finds your retinue and launches an attack. Roll a mission on the Survival mission chart, and play it out for your next mission.
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XI. FATE POINTS (OPTIONAL)

At the outset of the campaign, the player may opt to use Fate Points. Fate Points allow the player a limited number of opportunities to redeem models that would have been lost because they failed their grit rolls while rolling for survival between missions. If this option is selected, at start of each campaign, the player receives 5 Fate Points to use at his discretion. For each fate point expended, the model in question may re-roll its survival Grit roll yet again. On a successful roll, the model survives and can be deployed in the next mission. On failure, the model is lost but may be redeemed with the expenditure of further Fate Points. In either case, once a Fate Point is used up, it is lost irrevocably and cannot be restored.

XII. DIFFICULTY LEVEL (OPTIONAL)

The player may opt for a more difficult campaign by selecting the optional Difficult level of play. Simply add 50 points to the point value of the enemy retinue when rolling up the enemy forces in each mission. To offset the difficulty level somewhat, the player gets an additional 20 reinforcement points per turn.

XIII. OPPONENT BEHAVIOUR ON THE BATTLEFIELD (OPTIONAL).

If you are playing a solo campaign, it is very easy to play balanced, fun games using the ItEN rules and campaign scenario descriptions. Most scenarios give you basic rules regarding the behaviour of the enemy, whether they will attack or defend, if they will try to exit the board, if they have a specific objective or target, and so on. These will largely allow you to determine the appropriate behaviour for the enemy models. However, where more variety and granularity is desired in enemy actions and reactions, the following behaviour chart may be utilized:

Non player retinues (NPR) can be in Attack or in Defence mode, depending on the campaign mission:

ATTACK:

All figures in the retinue must move forward, using as much cover as possible, until being in effective range of fire, or reaching victory objective.

Attacking NPR figures who start their turn in charge reach of any enemy must charge instead of firing.

DEFENCE:

All figures in the retinue must get the best possible cover and wait for enemy to come. If enemy fires at them out of their range, NPR figures get out of sight until enemy approaches.

Every time the NPR side begins its action, it must make a single D6 roll. Apply the roll to each model in the NPR before it acts. If the number rolled is equal to or higher than the grit value of the model about to be activated, the model passes and behaves as described above, depending on its orders (attack/defense). If it passes then it carries on. If not:

-**ATTACK:** rushes towards the enemy, coming out from cover.

-**DEFEND:** fall back and get out of sight.

NPR figures always engage closer enemy.

XIV. COOPERATIVE PLAY (OPTIONAL).

The core ruleset for In the Emperor's Name is very versatile and will support cooperative play in the campaign system. The players have complete freedom to choose how they would do so, but it may be best to have the players divide up the point cost of the starting retinue (200 points) evenly and each start a small retinue with the points they are allotted from their list of choice.

Alternately, the co-op players could each start their own retinue at the full point cost and multiply the points available to the enemy in each mission by the number of players. This result may lead to a serious imbalance in game play for many of the scenarios, but with some tweaking to the scenario parameters it could work.

Activation for co-operative play would function just as it does in a regular multi-player game, with the player's each rolling their initiative (with modifiers) as well as rolling for the non-player enemy retinue. Then it is simply a matter of ranking the retinues (both player and non-player) by the initiative they rolled and taking their actions in that order.

Reinforcement points could be split evenly between the player, but it might be a better choice to have each player alternate in receiving the reinforcement points until everyone has had a chance to get reinforced.

XV. VICTORY AND DEFEAT

If the player successfully completes an Endgame mission and wins the campaign, he immediately receives 120 resource points as a reward for his efforts and may transfer them, along with all surviving retinue members and equipment into a new campaign. If he loses the mission but at least one leader from his retinue survives, he will receive 30 resource points and may begin a new campaign with whatever retinue members and equipment he has remaining.

INVESTIGATIVE MISSIONS –

1d6	
1-2	<p>No Stone Unturned –<i>Your investigations bring you to dark cluster of buildings, one of which may hold evidence vital to your investigation. However, agents of the enemy will be waiting in the shadows, ready to thwart your efforts. Search for leads in the shadows...</i></p> <p>SETUP: In the centre of the table, set up six buildings, spaced at least six inches from one another. Mark an entrance on each building that will be the target of your team. The team will deploy no closer than 24" to the nearest building.</p> <p>THE ENEMY: Roll up a 200-point enemy retinue from the active enemy list. None will be deployed until after the game begins.</p> <p>OBJECTIVE: The player must move at least one team member into contact with each marked doorway of each of the six objective buildings and remain in stationary contact for a whole turn in order to search the structure.</p> <p>At the end of each search, roll 1d6. On a roll of 5-6, a piece of evidence is found that grants a victory point. Each building can only be searched once. On a roll of 1-3, deploy that number of enemy models just out of sight behind the nearest terrain piece or building to the building just searched. They will commence attacking in their next turn. Repeat until all buildings are searched.</p> <p>TURN LIMIT: This scenario has a 10-turn game limit</p>
3-4	<p>Whispers in the Dark –<i>A member of the Enemy camp wishes to come forward and offer assistance to your investigation. However, the Enemy has gotten wind of this betrayal and is close on the heels of the traitor. You must act fast to protect this lead.</i></p> <p>SETUP: Place plenty of terrain and cover throughout the board. Place the informant directly in the centre of the board. Use stats for the Sanctioned Psyker (minus the psyker powers) for the model. Both the player forces and the Enemy will deploy equal distances of at least 24" away from the informant.</p> <p>THE ENEMY: Roll up a 200-point enemy retinue from the active enemy list. All will be deployed in the same zone at least 24" from the informant.</p> <p>OBJECTIVE: The informant must be safely escorted off the board, but before he can move, you must move one player model into base contact with him.</p> <p>The enemy will try to recapture him and move him off-table by moving into base contact with him. Whichever side is in base contact with him last has control of him and can move him off the table from their own deployment zone. If the player gets him off-table, he will earn 1 Victory pt.</p>
5-6	<p>A Pleasant Little Chat –<i>A low-level member of the enemy's force is being escorted to a safe house, and it is up to your team to intercept and interrogate him until he spills his secrets.</i></p> <p>SETUP: The Enemy agent's deployment zone should be set up 36" away from the safe house he is trying to reach. The player's deployment zone should be 24" away from each. The table should have plenty of terrain and cover interspersed throughout.</p> <p>THE ENEMY: Roll up a 150-point enemy retinue from the active enemy list. Deploy the most powerful model (the enemy agent) along with three escort models in the deployment zone.</p>

	<p>Deploy the rest at the safe house.</p> <p>OBJECTIVE: The player's force must intercept and defeat the enemy agent along with his bodyguard. Once the agent model has failed his grit roll, lay him down where he was defeated. A leader from the player's retinue must spend at least two uninterrupted rounds in base contact with the fallen agent interrogating him. Any enemy ranged or melee attacks against the player model will constitute an interruption. As soon as the player's models attack the agent or his escort, the Enemy's remaining forces at the safe house will move out and attempt recover the agent. If the agent is successfully interrogated, the player will earn 2 Victory points.</p>
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XVI. BREAKTHROUGH MISSIONS —

1d6	
1	<p>A MEETING OF CORRUPTIONS — <i>An enemy agent is meeting with a traitor contact from the Administrorum. Capture them both.</i></p> <p>SETUP: Place lots of cover throughout the table, especially in the centre. The enemy agent is whatever model has the highest stats in the Enemy retinue, and the traitor uses the same stats as an approved psyker minus the psyker powers. Place both at the centre of the table, where their meeting is being held. Each may have two bodyguards from the enemy retinue. The rest will be deployed in the enemy deployment zone, 24" away from the meeting. The player's team deploys 18" away from the meeting and cannot deploy in LOS of it.</p> <p>THE ENEMY: Roll up a force of 200 points from a secondary Enemy retinue (randomly select which). The agent and traitor who are meeting will remain stationary until player forces come within LOS. At that point, each will then begin moving to opposite ends of the table and will try to exit. The traitor will flee and will not fight, while the Enemy Agent will only fight when cornered; he will try to exit the board as fast as possible. The main enemy force will cover them.</p> <p>OBJECTIVE: The player forces must incapacitate and capture both the enemy agent and the traitor. Once each is defeated and knocked down, the player must move a model in base contact to capture each. Each must then be moved off the table by a player model. While carrying an enemy prisoner, each player model cannot run or engage in ranged combat.</p> <p>The player will receive 1 Victory point for capturing one of the two Enemy targets, but 5 Victory points for capturing both. The Enemy forces will try to prevent this by protecting the agents' escape or by recovering them and removing them off-board if they have been captured.</p>
2	<p>TRAITOR'S GATE — <i>You discover that a senior Imperial military official is in collusion with the Enemy. You must eliminate him immediately. Be warned: the Imperial forces around him are loyal to him personally and will die to the last trooper protecting him.</i></p> <p>SETUP: The Enemy's deployment zone is a well-fortified area of the table with plenty of heavy cover available. Cover will be thinner over the rest of the table and allow lanes of fire from the fortification. The player's deployment zone will be at least 24" away from the enemy zone and not in its LOS.</p> <p>THE ENEMY: Roll a force of 200 points from a randomly selected Imperial retinue. The target Official will be the model with the highest stats.</p> <p>OBJECTIVE: The player's retinue must eliminate the targeted official as quickly as possible. The Enemy retinue will fight to protect him, and the Official will remain in his stronghold to the bitter end. The player will receive 4 Victory points for eliminating him and none for failure.</p> <p>TURN LIMIT: The scenario has a ten-turn limit. At the end of the tenth turn, if the enemy Official is still alive, he will be rescued by an enemy Landspeeder.</p>
3	<p>SUCH A PRETTY BAUBLE — <i>You have discovered that the enemy have in their possession an artefact of unknown power and are moving it to a safe location. Prevent them at all costs and recover the artefact in the name of the Emperor.</i></p> <p>SETUP: The table should be well covered with terrain features. The enemy retinue will deploy together in a close formation 36" from an exit point on the edge of the table.</p> <p>The player retinue will deploy at least 24" from the Enemy exit point and 24" from the Enemy retinue, out of the LOS.</p> <p>THE ENEMY: Select 200 points of enemy forces from the primary Enemy retinue list. A single Enemy model will carry the artefact, but will not be able to run or engage in ranged combat while doing so. The other Enemy models will try to ensure it reaches the exit zone. They will only move toward the exit zone together until they spot the player's retinue (until a player model ends its movement in LOS of the enemy or makes an attack) at which point they will also fight</p>

	<p>as needed.</p> <p>OBJECTIVE: The player's retinue must ambush the Enemy retinue, slay the bearer of the artefact, and carry it off-table successfully, for which they will earn 3 Victory points.</p>
4	<p>THE ENEMY OF MY ENEMY – <i>A traitor in the Enemy's camp has signalled a willingness to betray them into your hands. The informant has had to flee, though, with the Enemy close at his heels. Find the informant before the Enemy does and escort him off the board.</i></p> <p>SETUP: Place cover and terrain features liberally across the table. Mark ten terrain features that are possible hiding spots of the informant, none of which is closer than 8" to another. The enemy deployment zone is at least 18" from any marked terrain feature, and the player deployment zone is at least 12" from any marked terrain feature. The two deployment zones must be at least 30" apart.</p> <p>THE ENEMY: Roll up an Enemy force of 200 points from a random secondary force list, and place them all together (within an 8" circle) at their deployment zone. They will move in force from each terrain objective to the next, searching for the informant. While searching, they will fire on any player models in LOS but will not engage in a full attack while searching. Each time an Enemy model comes into base contact with a marked terrain feature, roll 1d6. On a roll of 6, they have recovered the Informant and will begin moving him back to their deployment area, where unspeakable tortures await. If the player's retinue finds the informant first, the Enemy will call off the search and begin attacking the player's retinue in earnest and will try to recover the informant.</p> <p>OBJECTIVE: The player must search each marked terrain feature by moving a model into base contact with it and rolling 1d6. On a roll of 6, the player's model has recovered the informant and must now move him off the table. The model carrying the informant cannot fire ranged weapons or run. On successfully moving the informant off-table, the player's team will earn 5 Victory points.</p>
5	<p>THE EMPEROR'S FINEST – <i>You have received word that the Enemy is extracting damaging information from a captured Imperial officer. Track the Enemy back to their lair, and rescue the officer along with any other servants of the Imperium being held.</i></p> <p>SETUP: Set up two fortified areas that will serve as the Enemy's secret strongholds, placing them roughly 18" from each other. The Imperial officer is being held at one, and his surviving men are being held at the other. Roll a 120 point force from a randomly selected Imperial force list. The officer will be model from this force with the highest stats, and his troops are the remainder. The player's forces will deploy at any spot desired, so long as it is out of LOS of and no closer to the enemy than 18."</p> <p>THE ENEMY: Roll up a 240 point force from a random secondary Enemy retinue list. Divide them with roughly 1/3 guarding the troops and 2/3 guarding the officer. The enemy will fight defensively from the strongholds.</p> <p>OBJECTIVE: Rescue the captive Officer. He must end the mission alive. As a secondary objective, free the troopers being held at the second compound. Once player models have moved into base contact with each, they in turn will be able to be activated and fight with the player's retinue. At the end of the mission, the Officer and any surviving troopers will join the player's retinue. The player will earn 3 Victory points for recovering the officer.</p> <p>TURN LIMIT: The mission will end in ten turns. If the officer is not recovered, by then, he is dispatched by the enemy and lost forever.</p>
6	<p>BLOOD OF THE INNOCENTS – <i>You have learned of a secret ritual being performed by the Enemy that will vastly increase its veiled leader's power – if it proves successful. The ritual will be sealed in blood of innocents: save them if possible, but above all, CLEANSE THE ABOMINATION!</i></p> <p>SETUP: At the centre of the table, set up a ring of walls or line-of-sight blocking terrain that is 18" in diameter. Place the leader of the Enemy retinue in the centre. In a ring 4" out from the leader, place six tokens that represent bound victims. In base contact with each victim, place a member of the Enemy retinue. Any remaining member of the Enemy retinue will be placed in a protective outer ring just inside the wall or barrier.</p> <p>The player's retinue will start out of LOS, at least 12" away from the clearing.</p> <p>THE ENEMY: Roll up a force of 250 points from the active Enemy retinue.</p> <p>OBJECTIVE: The player's forces have four turns to get into position before the ritual begins. Starting on the fifth turn, the Enemy agents will begin sacrificing one victim a turn. Once an agent has sacrificed a victim, he will immediately (in the same turn) move to join the guards at</p>

the outer ring. It does not matter in what order the victims are sacrificed; however, they must be executed in base contact and cannot be shot. As long as the player's forces end their move actions out of sight of the Enemy sentries, the ritual participants will not be alarmed; once a player model ends a move in LOS OR attacks an Enemy model, the participants are alerted and the outer ring of guards will begin moving to engage the player's models. If an intended executioner of one of the victims is disposed of by the player, the Enemy leader in the centre or one of the other guards will move to execute the victim. If all the victims are killed, the mission immediately ends, the Enemy scores a great victory before melting into the shadows, and the player loses 3 Victory points. If the player disposes of all Enemy models and saves at least one victim, the player gains 3 Victory points. However, because the victims may have learned sensitive information about the Enemy's plans during their captivity, each additional victim saved (after the first) earns the player a further Victory point, for a maximum possible total of seven.

XVII. SURVIVAL MISSIONS -

1d6	
1	<p>"WHAT A PIECE OF JUNK!" –<i>The player's retinue is stranded in a desolate stretch of terrain near an abandoned complex, left helpless by the breakdown of their airspeeder. Fortunately, a number of abandoned supply sheds nearby may hold the materials needed to repair the stricken craft. However, the Enemy force that just arrived in the vicinity will make finding the needed supplies...challenging.</i></p> <p>SETUP: Place the player's retinue in the roughly 8" from one table edge. If you have a representation of a transport craft, place it between the retinue and the table edge; otherwise, just assume that the craft is just off-table. Further, place five small structures representing the supply sheds randomly on the table, all at least 18" from the player's forces and at least 12" from one another. Place other soft, hard, and LOS blocking terrain across the table randomly. The Enemy force will be deploy in several small formations out of player LOS about 36" from the downed airspeeder.</p> <p>THE ENEMY: Roll up a 200-point Enemy retinue from a randomly selected alternate Enemy list.</p> <p>OBJECTIVE: The player must secure parts needed to repair the downed airspeeder by sending out models to search the supply sheds. On a player model making base contact with a supply shed, immediately roll 1d6. On a roll of 5-6, the component was found and must be transported back to the airspeeder by the discovering model (If no search roll is successful after searching all five structures, just assume it is found in the last structure searched). After the component is returned to the ship, a further five turns are required to install the component, <i>but a turn will be deducted from that length for each additional player model that assists, and up to three models may be assigned to assist</i>. No player model that is taking part in the repairs may engage in any form of combat or movement, if must stay in base contact with the ship. For each assisting member of the repair team that breaks away from the ship to fight, add another turn to the game.</p> <p>Once the repairs are complete, the player's retinue escapes via the airspeeder and wins the mission. Complicating all this is the fact that as soon the first player model moves at the beginning of the game, the Enemy force will begin to advance toward the downed ship. They will engage any player forces they see (such as the search parties), but their primary objective is to damage the player's ship beyond repair.</p> <p>Any Enemy model that makes base contact with the ship (or moves off-table at the spot where it should be located) and makes a successful Grit roll will damage it beyond repair with a hidden satchel charge and the scenario ends. Therefore, the player must prevent all Enemy models from reaching the ship while simultaneously acquiring the repair components and affecting the repairs. Failure to save the ship will mean that the player's force has to walk out of the wilderness through Enemy terrain and will select three surviving models that must pass Grit tests. Any of these three models that fail to pass their Grit test will be treated as casualties but may still be recovered in the post-game phase (in addition to any lost during the fight who failed their grit roll).</p> <p>AMBUSHED! –<i>Your retinue stumbles into an ambush laid by agents of the Enemy. Now your forces must wage a desperate fight to get clear of the trap.</i></p> <p>SETUP: Roughly a third of the player's retinue-and all its leaders- will start out in the centre of a</p>
2	<p>AMBUSHED! –<i>Your retinue stumbles into an ambush laid by agents of the Enemy. Now your forces must wage a desperate fight to get clear of the trap.</i></p> <p>SETUP: Roughly a third of the player's retinue-and all its leaders- will start out in the centre of a</p>

	<p>clearing 18" in diameter. There may be an abandoned hard-cover structure about 6" away from the retinue in the clearing. The outer edge of the perimeter should be no closer than 12" from the table edge in any direction. The Enemy force will be arrayed behind cover around the perimeter of the clearing. The remainder of the player's retinue will be placed together 18" outside the edge of the perimeter, out of LOS of the enemy.</p> <p>THE ENEMY: Roll up a force of 250 points from one of the Enemy's alternate retinues. The Enemy forces will focus their attempts on killing all leaders in the player's retinue. Any of the Player's leaders who fail their grit roll will remain on the field where they fell unless they can be rescued by the remaining forces from the players' retinue.</p> <p>OBJECTIVE: The player must exit at least one of his leaders alive off the table edge. Any of the player's leaders who fall in battle and who are not recovered by friendly forces will be permanently lost to the enemy. The mission ends when at least one of the player's leaders exits the board.</p>
3	<p>BETRAYAL - <i>Your retinue being shadowed by a larger Imperial force that appears to have been compromised to the Enemy. Unsure what the Enemy is waiting for, your band grows restless. Little do they suspect that the Enemy is already in their midst....</i></p> <p>SETUP: Liberally fill the board with terrain and cover. Place the player's retinue in the centre of the table. The Enemy retinue should be placed at least 24" away and not in LOS.</p> <p>THE ENEMY: Roll up an enemy force of 200 points from a random Imperial retinue list. The main Enemy force will remain passive until its second activation, at which point it will begin to aggressively engage the player's retinue.</p> <p>OBJECTIVE: During the Enemy's first activation, roll 1d6 for each model in the player retinue, except for its leaders. Any model for which a roll of 6 is made is a traitor and will immediately be considered under enemy control. It (or they) will immediately begin attacking the primary leader of the player's force. The player's goal is to put down the traitors and fall back to safety where reinforcements can be called for. The player's surviving leader(s) call(s) for reinforcements by not moving or shooting for an entire turn while also not being the target of any kind of attack and making a successful grit roll at the end of turn. If the leader's call is successful, loyal Imperial forces are alerted. At least one of the player's leaders must survive until then.</p> <p>TURN LIMIT: Once the leader makes a successful call for help, end each subsequent turn by rolling a 1d6. On a roll of 5 or 6, the cavalry has arrived and the mission ends.</p>
4	<p>INSISTO RECTOR - <i>Your retinue's primary leader has gone missing. The remaining members of the band must save him at all costs before the Enemy absconds with him. It seems that he is being held somewhere in a sprawling Imperial complex.</i></p> <p>SETUP: As much as is possible, densely pack the table with buildings, walls, and other LOS-blocking terrain, so that it is filled with narrow and twisty lanes and corridors with an emphasis on TWISTY). Randomly set four possible detention spots around the table, where your leader may be held. None of them should be closer than 12" to another, should never be in LOS to another, and should be at least 18" from the player's deployment point. The player's retinue will deploy within 8" of the table edge at an appropriate distance from the objectives. The Enemy will not deploy until after the game begins.</p> <p>THE ENEMY: The Enemy retinue will be a force of 250 points from one of the random alternate Enemy retinue lists. However, their force composition will not be rolled up during pre-game setup. Instead, as the player's models move through the complex, roll 1d6 at the end of each player movement action, no matter how short the move. On a roll of 6, an element of the Enemy retinue appears from around the furthest corner into LOS of the player model that just moved. To determine the makeup of the Enemy element, make a roll on the Enemy retinue list. Each time the player rolls a 6 after moving, roll up and deploy a new enemy element until its 250 point limit has been reached.</p> <p>OBJECTIVE: The player must search all four objectives; rolling 1d6 after a player model reaches each one. On a roll of 5-6, the leader is found, activated, and can again fight and move. The player can only win after evacuation the recovered leader back to the player deployment zone.</p>
5	<p>AT ALL COSTS... - <i>Your party has learned that a highly sensitive and valuable Imperial installation is about to be overrun by the Enemy in a surprise terror attack. Join the small detachment of Imperial personnel protecting the site, hold the line, and bring the righteous wrath of the Emperor upon the foe pouring from the shadows.</i></p> <p>SETUP: Set up a perimeter of roughly 8" by 12" in the centre of the table, ringed with hard cover</p>

	<p>(such as a wall). This represents the compound to be defended by the player's retinue. Place additional hard, soft, and LOS blocking cover terrain interspersed across the table. The player's retinue will deploy inside the compound. In addition, roll up a force of 60 points from a random Imperial force list and attach it to the player's forces.</p> <p>THE ENEMY: Roll up a 300 point force from a random Enemy alternative retinue list. The initial Enemy forces will deploy at random points out of LOS of the player's forces, at least 18" away from the compound. In addition, identify and number three enemy deployment points, not in LOS of the player's forces, at least 18" away from the compound. Each time the Enemy loses 30 points' or more worth of models in a turn, roll up a single detachment from the Enemy's force list and deploy them at randomly at one of the three deployment points. The reinforcements will become active in the next turn.</p> <p>OBJECTIVE: Defend the compound from Enemy forces. The Enemy's troops will immediately begin advancing toward the compound and will engage any player forces they see by ranged or melee combat. Their objective is to clear the compound of the player's troops. The player's objective is to prevent this from happening at all costs.</p> <p>TURN LIMIT: Starting with the end of turn seven, roll 1d6 at the end of each turn. On a roll of 6, the Enemy's will to press the attack is broken and his forces recede into the shadows. The mission ends.</p>
6	<p>"THE EMPEROR EXPECTS..." – <i>Your retinue seems to have run smack into a small band of the Enemy. It seems the meeting is purely a result of coincidence, as they seem as unprepared for the encounter as your followers are. Still, it presents you with a fine opportunity to bloody some traitor, mutant, and xenos noses. Make the Emperor proud and KILL-THEM-ALL!</i></p> <p>SETUP: This is purely a meeting engagement in a random location. Roll 1d6 to determine how much cover is on the table. For 1-2, the amount of cover and terrain will be light. For 3-4, the amount will be medium, and for 5-6 the amount will be heavy. The player's retinue will deploy 12" from one table edge, and the Enemy force will deploy in LOS 4d6 inches away. Each force may be behind some soft or hard cover, but they must be in LOS of each other.</p> <p>THE ENEMY: Roll up an enemy force equal in points to whatever point value the player's force is worth, and use the primary Enemy retinue list to do so. The Enemy force will begin attacking immediately and aggressively and will do so until either they put down all the player's troops or they themselves are wiped out.</p> <p>OBJECTIVE: The player's forces will endeavour to eradicate the Enemy to the last model. Alternately, the player may exit his retinue off the nearest table edge, at a penalty of 1 Victory point.</p>

X. ENDGAME MISSIONS –

1d6	
1-2	<p>THE RECKONING – <i>The findings of your masterful investigation have startled the Enemy's Chief Agent and caught him flatfooted. As the fist of Imperial justice descends upon his hidden organization, he is now fleeing madly with his personal retainers, attempting to escape the retribution that will shortly engulf him. All his carefully-laid plans are in ruins, but he at least hopes to escape with his life, lest he can return and pursue his dark agenda at some time in the future. Your knowledge of his plans, however, even includes his possible escape routes. You and your retinue have secretly placed yourselves in his path and are quietly awaiting his approach. Do not let this foe of Mankind escape his just retribution. Intercept him and finish him!</i></p> <p>SETUP: Place plenty of LOS-blocking terrain randomly across the board, along with hard and soft cover. The player retinue will start up 12" from the table edge, out of LOS of the Enemy deployment zone. The Enemy will deploy in the centre of the board 5d6 inches away from the player deployment zone.</p> <p>THE ENEMY: Roll up a 300-point force rolled up from the primary Enemy retinue list. It must include the most powerful leader model on the list, which will serve as the Chief Agent of the Enemy. The Enemy's objective is simply to exit their Chief Agent off the table edge that is directly behind the player deployment zone. The enemy retinue will move as quickly as possible in a direct line from their deployment zone toward the table edge right behind the player's zone. As soon as a player model ends its movement in LOS of an Enemy model, the Enemy force is alerted. Once alerted, the bulk of the enemy forces will immediately into combat to cover their leader's escape. The Chief Agent, on the other hand, will attempt to sneak around the fighting</p>

	<p>(out of LOS if possible) and exit the table at any point on the designated edge.</p> <p>OBJECTIVE: The player must slay the Enemy Chief Agent at all costs. Subduing the rest of the Enemy's retinue is a far secondary goal; if the Enemy Chief Agent escapes, the game and the campaign are lost to the player. If the Enemy Chief agent is defeated, the mission and the campaign are a complete success for the player.</p>
3-4	<p>DAY OF WRATH – <i>Thanks to the efforts of your investigation, the Enemy's plans have been laid bare, and their time for scheming in the shadows is done. Knowing his time is short, the Chief Agent of the Enemy has drawn all his reserves of strength around him for a final stand in a chain of abandoned Imperial fortification; literally thousands of corrupted Imperial citizens, prepositioned Enemy troops, and other darker forces have been gathered into this fastness. In response, the might of the Imperial war machine has been unleashed in an effort to dislodge this confluence of foes of the Imperium, and the day is ruled by bloody scenes of war and carnage on a scale to chill the soul.</i></p> <p><i>In the midst of all this destruction, your retinue gets word that the enemy's Chief Agent has orchestrated this onslaught to buy himself one last space of time to complete his dark agenda, though it remains unclear exactly what that purpose is. There is no time to spare-gather the forces you can, fight through his defences, and visit the wrath of the Emperor upon this encarmented puppetmaster personally before he can bring his work to fruition.</i></p> <p>SETUP: This mission will require two layers of fortification-hard cover or LOS blocking terrain-to stretch across the board. The player's forces will deploy 6" from one table edge. Then first layer of fortifications will be out 24" from the deployment zone, and the second layer will be set back 12" beyond that. There can be some light and hard cover interspersed between to the player's deployment zone and the first layer of fortifications. The Enemy will have two deployment zones: the first is just along and behind the first layer of fortifications and the second zone is located just beyond the second line of fortifications.</p> <p>THE ENEMY: There will be two Enemy retinues involved in this mission. The primary Enemy retinue will be a 300-point force rolled up from the primary Enemy retinue list. It must include the most powerful leader model on the list, which will serve as the Chief Agent of the Enemy. This primary retinue will not be deployed until later in the game and will be deployed behind the second line of fortifications, but only after Imperial forces have breached and entered the first line. The secondary Enemy retinue will be a 300-point force rolled up from a secondary Enemy retinue list and will be deployed behind the first line fortifications. Each retinue will fight defensively at range but will aggressively engage any Imperial troops who enter their respective defence lines. The Enemy Chief Agent will always remain behind the secondary defence line and will not engage in combat until the secondary line is breached.</p> <p>OBJECTIVE: The player will also have control of two retinues, his own as well as a 250- point retinue rolled up from a random Imperial retinue list. The Imperial retinue will be deployed initially and will lead the attack. The player's retinue will deploy at the end of turn six and can move and shoot in round seven. The player's objective is to fight through the two defence lines, reach the Enemy Chief Agent, and slay him before he completes his work. This will result in a total victory, but anything less will result in a total failure for the player.</p> <p>TURN LIMIT: Starting at the end of turn 12, roll 1d6. On a roll of 6, the Enemy Chief Agent completes his task and the game ends. Otherwise, the game ends with the death of the Chief Agent.</p>
5-6	<p>The Light of the Emperor – <i>Thanks to your investigation, the net descends onto the Enemy's hidden organization and its troubling plans. You have even identified the precise location of the Enemy's Chief Agent and his retinue of close followers. You plan to confront his personal force with your own, strength to strength, warband to warband. However, it in a flash of inspiration that could only be sent from the Emperor himself, it soon becomes clear to you that the Chief Agent would never stand loyally alongside his followers to face what could only be certain doom. Rather, he is leaving them to their fate while he escapes with only one or two lackeys in tow, obviously hoping that the destruction of his own retinue will buy him the time he needs to escape. You decide that two can play at this shadowy game, and you quietly select a few most trusted-and dangerous-members of your retinue to accompany on this final mission and silently go on your way to mete out the Emperor's justice.</i></p> <p>SETUP: This final mission takes place in a sprawling but abandoned ruin that is filled with small chambers and corridors, so array plenty LOS-blocking terrain in ways that create small, confined</p>

	<p>spaces and connecting corridors where possible. Place the Enemy deployment zone in the centre of the table, out of LOS of the player. The player's force will deploy in a random direction out of LOS 12" away from the enemy.</p> <p>THE ENEMY: Roll up a force of 120 points for the enemy from the primary Enemy retinue list, which must include the most powerful leader model on the list, which will serve as the Chief Agent of the Enemy. The Enemy retinue will move toward a randomly determined direction (use a scatter die) and attempt to exit the board until a player model ends its move in LOS of the Enemy. At that point, the secondary models will begin attacking the player's forces, while the Chief Agent of the Enemy will attempt to escape of any table edge. He will only fight where he must, but he will engage the player's primary leader in melee combat if the two models get within 4" of each other.</p> <p>OBJECTIVE: The player can only take 120 points of his own retinue's models for this mission, which must include his primary leader. The only objective is to slay the Enemy's Chief Agent before he can leave the board, which will lead the player to win both the mission and the campaign. If the Enemy Chief Agent does leave the board, the mission and the campaign are both lost indelibly.</p>
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ENEMY RETINUE GENERATOR

(PLEASE NOTE THAT MODELS MARKED WITH AN * ARE LIMITED TO ONE PER RETINUE. REROLL AS NEEDED)

FORCE A: THE AGENTS OF CHAOS								
Roll d12	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	The Chaos Agent*	2+	+4	+4	+1	+8	Plasma Pistol [+3], Daemon Weapon [+4], 3x Psychic Powers, Terrifying [5 pts.]	77
2	Plague Zombie [x6]	4+	-1	+0	-1	+5	Improvised Weapons [-1], Terrifying [5 pts.]	[7] 42
3	Hive-Ganger [x2]	4+	+1	+2	+1	+6	1x Autogun [+1], 1x Heavy Bolter [+3]	37
4	Hive-Ganger [x3]	4+	+1	+2	+1	+6	Bolt Pistol [+2], Sword [+1]	[17] 51
5-6	Chaos Cultist [x3]	4+	+1	+1	+0	+5	Autopistol [0], Dagger [0]	[12] 36
7	Fallen Guardsman [x3]	4+	+1	+2	+1	+6	Lasgun [+1], Bayonet [+0]	[17] 51
8-9	Fallen Guardsman [x3]	4+	+1	+2	+1	+6	2x Lasgun [+1], Bayonet [+0], 1x Grenade Launcher or Flamer [5 pts.]	55
10	Unapproved Psyker	5+	+0	+0	+0	+5	2x Psychic Powers [10 ea]	27
11	Chaos-cult Assassin*	2+	+4	0	+2	+7	Power weapon [+3]	34
12	Chaos Space Marine	2+	+4	+4	+1	+8	Bolter [+2], Chainsword [+2]	39

FORCE B: THE TRAITOR LEGIONS								
Roll d12	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1-2	Aspiring Champion*	2+	+5	+5	+1	+10	Stormbolter [+3], Power Fist [+4]	48
3	Sorcerer*	2+	+4	+3	+1	+8	Plasma Pistol [+3], Power Weapon [+3], 2x Psyker Powers [10 ea]	62
4-7	Chaos Space Marine	2+	+4	+4	+1	+8	Bolter [+2], Chainsword [+2]	38
8	Raptor	2+	+4	+4	+3	+8	Bolt Pistol [+2], Chainsword [+2], Can Fly [5 pts]	45
9	Chaos Terminator	2+	+4	+4	+1	+10	Storm Bolter [+3], Power	45

							Weapon [+3]	
10-11	Chaos Space Marine	2+	+4	+4	+1	+8	Heavy Bolter [+3], Combat Knife [0]	40
12	2x Lesser Daemon	4+	+3	+1	+2	+6	Talons [+1], Terrifying [5 pts.]	[25] 50

FORCE C: THE DEATH BRIGADE-

Roll d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	Brigade Officer*	3+	+3	+3	+0	+7	Plasma Pistol [+3], Power Fist [+4]	32
2	Gore Mage*	3+	+3	+2	+0	+7	Bolt Pistol [+2], Chain Sword [+2], 1x Psyker Power [10]	35
3-4	Brigade Veteran x3	4+	+3	+2	+0	+7	Lasgun [+1], Sword [+1], Grenade [0]	[20] 60
5	Brigade Veteran	4+	+3	+2	+0	+7	Heavy Bolter [+3], Dagger [0]	23
6	Brigade Veteran	4+	+3	+2	+0	+7	Meltagun [+4], Dagger [0]	21

FORCE D: THE LOST AND THE DAMNED-

Roll d18	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	Apostate Cardinal*	3+	+1	+1	+0	+7	3x Psyker Powers [10pts ea], Force Weapon [+4]	51
2-3	Cult Leader*	3+	+2	+2	+0	+7	2x Psyker Powers [10pts ea], Bolt Pistol [+2], Chainsword [+2]	45
4	Fallen PDF Officer	4+	+2	+2	+0	+7	Bolt Pistol [+2], Chainsword [+2]	19
5-6	Chaos Space Marine*	2+	+4	+4	+1	+8	Bolter [+2], Chainsword [+2]	39
7	Rogue Psyker Alpha	4+	+0	+0	+0	+5	2x Psyker Powers [10pts ea]	29
8-9	Rogue Psyker Beta x3	6+	+0	+0	+0	+5	1x Psyker Powers [10pts ea]	[16] 48
10-12	Fallen PDF x5	5+	+0	+1	+1	+6	Lasgun [+1], Combat Knife [+0]	[13] 39
13-15	Chaos Cultist x3	4+	+1	+1	+1	+5	Lasgun [+1], Dagger [+0]	[14] 42
16	Mutants – Brawny	3+	+2	+0	+0	+6	Axe [+2]	18
17	Mutants - Bloated	2+	+1	+0	-1	+6	Chainsword [+2]	24
18	Ogrym Berserker	2+	+4	-2	+0	+7	Two-handed Sword [+2]	27

FORCE E: THE IMPERIAL GUARD-

Roll d18	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	Primaris Psyker*	3+	+1	+2	+0	+5	2x Psyker Powers [10pts ea], Bolt Pistol [+2], Combat Knife [0]	38
2	Guard Officer*	3+	+2	+3	+0	+7	Plasma Pistol [+3], Power Fist [+4]	29
3	Commissar*	2+	+2	+3	+0	+7	Bolt Pistol [+2], Power Weapon [+3], Iron Discipline [5 pts]	39

4-5	Veteran x2	4+	+2	+3	+0	+6	Lasgun [+1], Bayonet [0], Grenade [0]	[18] 36
6-10	Guardsmen x3	4+	+1	+2	+0	+6	Lasgun [+1], Bayonet [0], Grenade [0]	[16] 48
7-8	Guardsmen x3	4+	+1	+2	+0	+6	2x Lasgun [+1], 1x Grenade Launcher [5 pts], 2x Bayonet [0]	51
9-11	Stormtroopers X2	4+	+2	+2	+0	+7	Hellgun [+3], Grenade [0], Bayonet [0]	[21] 42
12-14	Guardsmen x3	4+	+1	+2	+0	+6	2x Lasgun [+1], 1x Heavy Bolter [+3], 2x Bayonet [0], Grenade [0]	51
15-16	Ogryns	2+	+4	+1	+1	+7	Heavy Bolter [+3], Chainsword [+2], Terrifying [5 pts.]	41
17-18	Ratling	5+	+1	+3	+0	+6	Sniper Rifle [+2]	14

FORCE F: THE ECCLESIASTRY-								
Roll d12	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	Bishop*	4+	+3	+0	+0	+7	Force Weapon [+4], Invokes Faith [10 pts], Immune to Psyker attacks	39
2	Canoness*	2+	+3	+3	+1	+8	Plasma Pistol [+3], Power Weapon [+3]	41
3-4	Battle Sister x2	3+	+2	+3	+1	+8	Bolter [+2], Combat Knife [0]	[26]
5-7	Imperial Guardsmen x3	4+	+1	+2	+0	+6	Lasgun [+1], Combat Knife [0], Grenade [0]	[12] 36
8	Penitent	3+	+2	+0	+1	+6	Executioner Chainsword [+3]	21
9-10	Zealot x3	4+	+1	+0	+1	+5	Las Pistol [+1], Two-handed Sword [+2]	[14] 42
11	Imperial Guardsmen x2	4+	+1	+2	+0	+7	Hellgun [+3], Combat Knife [0], Grenade [0]	[20] 40
12	Seraphim	3+	+2	+3	+1	+8	Bolt Pistol [+2], Chainsword [+2], Jump packs [5 pts]	32

FORCE G: ROGUE TRADER-								
Roll d18	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1-3	Rogue Trader*	3+	+4	+3	+1	+7	Plasma Pistol [+3], Chainsword [+2], 2x Jokaero Digital Weapons [1 pt ea.]	32
2-3	Astropath*	5+	0	0	-3	+5	2x Psyker Powers [10 pts. ea.]	24
4-5	Space Marine*	3+	3+	3+	1+	+8	Bolter [+2], Chainsword [+2], Grenade [0]	31
6-8	Mercenary x2	4+	+2	+2	+0	+7	Lasgun [+1], Combat Knife [0], Grenade	[22] 44
9-11	Crewman x3	5+	+1	+1	+0	+6	Bolt Pistol [+2], Sword [+1]	[14] 42
12	Assassin*	4+	+3	+3	+1	+6	Sniper Rifle [+2] or Power Weapon [+3]	22 or

								20
13	Ork Merc x3	4+	+2	+0	+0	+6	Big Shoota [+2], Choppa [+1]	[19] 57
14	Kroot Merc x3	4+	+2	+1	+1	+6	Kroot Rifle [+1], Kroot Rifle Blades [+2], Photon Grenade	[21] 63
15	Tau Merc x3	4+	+1	+3	+0	+7	Pulse Rifle [+1], Dagger [0],	[17] 51
16	Eldar Merc x3	4+	+1	+2	+1	+7	Shuriken Catapult [+3], Dagger [0]	[21] 63
17-18	Squat Engineer	2+	+3	+3	+0	+8	Graviton Gun [+3], Hand axe [+1]	34

FORCE H: SPACE MARINES-								
Roll d18	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1-2	Captain*	2+	+4	+4	+1	+10	Storm Bolter [+3], Power Weapon [+3]	43
3	Librarian*	2+	+4	+3	+1	+10	Plasma Pistol [+3], Power Weapon [+3], 2x Psyker Powers [10pts ea]	64
4-5	Devastator	3+	+3	+3	+1	+8	Plasma Gun [+4], Combat Knife [0]	31
6-11	Space Marine x2	3+	+3	+3	+1	+8	Bolter [+2], Combat Knife [0], Grenade [0]	[27] 54
12-13	Scout x2	4+	+2	+3	+2	+7	Bolt Pistol [+2]/Sword [+1] or Bolter [+2], Grenade	[22] 44
14	Scout x2	4+	+2	+3	+2	+7	1x Heavy Bolter [+3] or Sniper Rifle [+2], 1x Bolter [+2], Combat Knife [0]	47
15	Assault Marine x2	3+	+3	+3	+3	+8	Bolt Pistol [+2], Chainsword [+2], Grenade, Jump Pack [5 pts.]	[35] 70
16	Chaplain*	2+	+4	+4	+1	+10	Storm Bolter [+3], Power Fist [+4], Invokes Faith [10 pts].	56
17-18	Terminator	3+	+3	+3	+1	+10	Storm Bolter [+3], Power Fist [+4]	41

FORCE I: RADICAL INQUISITOR-								
Roll d12	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1-2	The Inquisitor*	2+	+4	+4	+1	+8	Plasma Pistol [+4], Force Weapon [+4], 2x Psyker Powers [10pts ea], Terrifying [5 pts.]	72
3-5	Interrogator	3+	+2	+2	+1	+7	Bolt Pistol [+2], Chainsword [+2]	25
6	Space Marine	3+	+3	+3	+1	+8	Bolter [+2], Chainsword [+2], Grenade [0]	31
7-8	Stormtroopers x2	4+	+2	+2	+0	+7	Hellgun [+3], Combat Knife [0], Grenade [0]	[21] 42
9	Adeptus Arbites	4+	+1	+2	+0	+8**	Bolter [+2], Shockmaul	23

						[+1], Suppression Shield ** [3 pts ea]	
10	Approved Psyker*	5+	+0	+0	+0	+5	2x Psyker powers [10 pts ea]
11	Death-cult Assassin	4+	+2	+0	+2	+6	Power Weapon [+3]
12	Daemonhost*	4+	+0	+2	+0	+6	4x Psyker Powers [5 pts ea]

FORCE J: ADEPTUS MECHANICUS QUESTOR PARTY

Roll d18	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1-2	Tech Priest Questor*	2+	+4	+3	+1	+8	Plasma Pistol [+3], Servo-Arm [+4], Leader, Terrifying [5 pts.], Bionics [5 pts.]	53
3-5	Tech Priest	3+	+4	+3	+1	+8	Bolter [+2], Mechanicus Power Axe [+3], Leader, Bionics [5 pts.]	38
6-7	Electro-Priest	3+	+3	+2	+0	+7	Bolt Pistol [+2], Electro-Charge [5 pts.], Bionics [5 pts.]	33
8-11	Praetorian x2	3+	+3	+3	+0	+8	Heavy Bolter [+3], Mechanical Claw [+1], Bionics [5 pts.]	[35] 70
12-15	Skitarii Tech-Guard x3	4+	+2	+2	+0	+7	Lasgun [+1], Mechanical Claw [+1], Bionics [5 pts.]	[24] 72
16-17	Servitor x2	4+	+3	+1	+0	+8	Mechanical Claw [+1], Bolter [+2]. Bionics [5 pts.]	[26] 52
18	Cultist x4	5+	+1	+1	+0	+5	Lasgun [+1], Chainsword [+2]	[14] 56

FORCE K: IMPERIAL NAVY BOARDING PARTY

Roll d18	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	Master of the Fleet*	3+	+3	+3	+1	+7	Plasma Pistol [+3], Power Sword [+3], Leader.	33
2-3	Naval Officer*	4+	+2	+3	+1	+7	Bolt Pistol [+2], Chainsword [+2], Leader.	22
4-6	Mate*	4+	+2	+2	+0	+6	Bolt Pistol [+2], Chainsword [+2], Old Salt [5 pts.]	24
7-9	Crewman x3	5+	+0	+1	+0	+6	Laspistol [+1], Shockmaul [+1]	[12]3 6
10-12	Crewman x4	5+	+0	+1	+0	+6	Shotgun [+1], Combat Knife [0]	[10]4 0
13-14	Armsman x3	4+	+1	+2	+0	+6	Lasgun [+1], Combat Knife [0]	[14] 42
15-17	Security Trooper x2	4+	+2	+2	+0	+7	Hellgun [+3], Chainsword [+2]	[23] 46
18	Servitor	3+	+3	+2	-1	+6	Heavy Bolter [+3], Power Claw [+3].	27

FORCE K: HIVE GANG

Roll d12	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
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1-2	Gang Boss*	3+	+2	+2	+0	+7	Plasma Pistol [+3], Chain Sword [+2]	26
3-4	Veteran Ganger x2	4+	+2	+2	+0	+6	Bolt Pistol [+2], Chainsword [+2]	[19] 38
5	Veteran Ganger x2	4+	+2	+2	+0	+6	Lasgun [+1], Sword [+1]	[18] 36
6-7	Ganger x3	5+	+1	+1	+0	+6	Autogun [+1], Dagger [0]	[12] 36
8-9	Ganger x3	5+	+1	+1	+0	+6	Autopistol [0], Dagger [0]	[11] 33
10	Ganger x3	5+	+1	+1	+0	+6	Shotgun [+1], Dagger [0]	[11] 33
11	Juvenile Ganger x3	6+	+0	+0	+1	+5	Autopistol [0], Dagger [0]	[8] 24
12	Pit Fighter*	3+	+3	+0	+0	+6	Two-handed Sword [+2]	19

FORCE M: ORKS

Roll d18	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	Warboss*	2+	+4	+1	+0	+10	Kustom Mega Blasta [+4], Power Klaw [+4]	41
2-4	Nob	3+	+3	+1	+0	+7	Big Choppa [+2], Big Shoota [+2]	28
5-6	'Ard Boyz x2	3+	+2	+0	+0	+7	Big Choppa [+2], Slugga [+1]	[21] 42
7-8	Kommando x2	4+	+2	+1	+0	+6	Blasta [+1], Big Choppa [+2]	[17] 34
9-13	Ork Boyz x3	4+	+2	+0	+0	+6	Shoota [+1], Choppa [+1]	[16] 48
14	Mekboy	4+	+1	+1	+0	+10	Kustom Mega Blasta [+4], Choppa [+1]	25
15	Painboy *	4+	+1	+0	+0	+6	Shoota [+1], Choppa [+1]	15
16	Gretchin x5	6+	-1	+1	+1	+5	Shoota [+1], Knife [0]	[10] 50
17	Squighound	2+	+2	+0	+1	+5	Squig Bite [+1]	25
18	Weirdboy*	5+	+1	+0	+0	+6	Choppa [+1], 2x Psyker Powers [5 pts ea]	20

FORCE N: THE TAU

Roll d12	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	Fire Warrior Shas'ui*	3+	+2	+3	+0	+7	Pulse Rifle [+1], Pulse Pistol [+1], Dagger [0], Photon Grenade [0]	24
2	Pathfinder Shas'ui*	3+	+2	+3	+0	+7	Pulse Carbine [+1], Pulse Pistol [+1], Dagger [0], Photon Grenade [0]	23
3-4	Pathfinder x2	4+	+2	+3	+0	+7	Pulse Carbine [+1], Pulse Pistol [+1], Photon Grenade [0], Dagger	[19] 38
5-7	Fire Warrior x2	4+	+1	+3	+0	+7	Pulse Rifle [+1], Dagger [0], Photon Grenade [0]	[18] 36
8	Stealth Suit	3+	+2	+3	+0	+8	Burst Cannon [+2], Pulse Pistol [+1], Jet Pack [3 pts]	29
9	Gun Drone	5+	+0	+3	+2	+6	Flight. [3 pts] Pulse Carbine [+1]	18
10	Kroot Warrior x3	4+	+2	+1	+1	+6	Kroot Rifle [+1], Kroot Rifle Blades [+2], Photon Grenade	[21]

								63
11	Kroot Hound x2	5+	+3	+0	+2	+6	Kroot Hound Bite [+2]	[16] 32
12	Kroot Shaper *	3+	+4	+2	+1	+6	Pulse Rifle [+1], Dagger[0], Photon Grenade [0]	22

FORCE O: GENESTEALER CULT-								
Roll d12	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	Patriarch *	2+	+3	+1	+0	+7	Plasma Pistol [+3], Power Weapon [+3], Terrifying [5 pts.]	43
2-3	Hybrid x2	4+	+2	+2	+1	+6	Lasgun [+1], Talons [+2]	[20] 40
4-7	Human Cultists x4	5+	+1	+1	+0	+5	Autogun [+1], Sword [+1]	[12] 48
8-11	Genestealer	2+	+5	+0	+3	+7	Talons [+2], Terrifying [5 pts.]	39
12	Magus*	4+	+2	+2	+0	+7	Laspistol [+1], Sword [+1], 2x Psyker Powers [10 pts ea.]	37

FORCE P: SQUATS-								
Roll d12	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	Warlord *	2+	+4	+4	+0	+10	Plasma Gun [+4], Power Fist [+4]	48
2	Ancestor Lord *	2+	+5	+4	+0	+7	Plasma Pistol [+4], Power Weapon [+3], 2x Psyker Powers [10 pts ea.]	65
3-4	Hearthguard	3+	+3	+3	+0	+10	Heavy Bolter [+3], Power Fist [+4]	36
5-7	Squat Warrior x2	3+	+2	+2	+0	+6	Lasgun [+1], Hand Axe [+1]	[22] 44
8	Squat Warrior	3+	+2	+2	+0	+6	Heavy Stubber [+2], Hand Axe [+1]	23
9	Squat Warrior	3+	+2	+2	+0	+6	Heavy Bolter [+3], Hand Axe [+1]	25
10	Squat Adventurer/ Mercenary	3+	+2	+1	+0	+7	Bolter [+2], Power Weapon [+3]	27
11	Guild Engineer	2+	+3	+3	+0	+8	Graviton Gun [+3], Hand axe [+1],	34
12	Ratling Adventurer	5+	+1	+3	+0	+6	Sniper Rifle [+2], Dagger [0]	17

FORCE Q: CRAFTWORLD ELDAR-								
Roll d18	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	Warlock*	3+	+3	+3	+1	8+	Shuriken Pistol [+1], Force Weapon [+3], Leader. 2 Psyker powers @ 10 pts each	47
2-3	Dire Avenger x2	3+	+3	+3	+1	7+	Shuriken Catapult [+3],	[28]

						Dagger [0]	56
4	Fire Dragon x2	3+	+3	+3	+1	8+	Meltagun [+4], Dagger [0] [29] 58
5-6	Striking Scorpion x2	3+	+3	+3	+1	8+	Chainsword [+2], Shuriken Pistol [+1], Mandiblaster [+1] [27] 54
7-8	Howling Banshee x2	3+	+3	+3	+2	7+	Laspistol or Shuriken Pistol [+1], Power Sword [+3] Terrifying [5 pts.] [32] 64
9	Swooping Hawk x2	3+	+3	+3	+4	6+	Lasgun [+1], Grenades [6] Flight [5 pts.] [30] 60
10	Dark Reaper x2	3+	+2	+4	+0	8+	Reaper Launcher [+3] [29] 58
11-12	Warp Spider x2	3+	+3	+3	+4	8+	Death Spinner [+2], Warp Jump Generator [5 pts.] [30] 60
13-16	Guardian x3	4+	+1	+2	+1	6+	Shuriken Catapult [+3], Dagger [0] [18] 54
17	Scout x2	4+	+2	+3	+1	6+	Sniper Rifle [+2], Shuriken Pistol [+1], Dagger [0], Cameleoline Cloak [2 pts.] [22] 44
18	Wraithguard	2+	+5	+3	+0	10+	Wraithcannon [+4], Dagger [0] 40

FORCE R: HARLEQUIN ELDAR-								
Roll d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	Troupe Master*	2+	+4	+3	+2	+7	Shuriken Pistol [+1], Power Weapon [+3], Flip Belt [8 pts.] Leader. Terrifying [5 pts.]	51
2	Shadowseer*	3+	+4	+3	+2	+7	Shuriken Pistol [+1], Force Weapon [+4], Flip Belt [8 pts.] Leader. 2 Psyker powers @ 10 pts ea.	71
3	Death Jester x2	3+	+4	+3	+1	+7	Shrieker Cannon [+3], Flip Belt [8 pts.], Dagger [0]	[36] 72
4-5	Harlequin x2	3+	+4	+3	+2	+7	Laspistol [+1], Chainsword [+2], Flip Belt [8 pts.]	[36] 72
6	Solitaire*	2+	+5	+3	+2	+7	Neuro-Disruptor [+2], Harlequin's Kiss [0], Flip Belt [8 pts.]	48

FORCE S: ELDAR PIRATES-								
Roll d12	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	Malefactor*	2+	+4	+4	+1	+8	Shuriken Catapult [+3], 2x Jokaero Digital Weapons, Leader, Terrifying [5 pts.]	54
2	Prefector *	2+	+3	+3	+1	+8	Laspistol [+1], Force Weapon [+4], Leader, 1 psyker powers @ 10 pts.	48
3	Eldar Pirate x2	3+	+2	+3	+1	+8	Shuriken Catapult [+3], Dagger [0]	[27] 54
4	Eldar Pirate x2	3+	+2	+3	+1	+8	Shuriken Pistol [+1],	[24]

							Chainsword [+2]	48
5-7	Eldar Pirate x3	3+	+2	+3	+1	+6	Shuriken Catapult [+3], Dagger [0]	[25] 75
8-10	Eldar Pirate x3	3+	+2	+3	+1	+6	Shuriken Pistol [+1], Chainsword [+2]	[22] 66
11-12	Renegade Zoat	2+	+4	+2	+3	+7	Barbed Strangler [0], Terrifying [5 pts.]	42

FORCE T: THE NECRONS

Roll d12	Troops	Grit	FV	SV	Spd	Ar m	Weapons/Powers	Points Each
1	Necron Lord *	2+/2+	+5	+5	+1	+8	Warscythe, Terrifying [5 pts.]	44
2-9	Necron Warrior x 3	3+/2+	+3	+3	+0	+8	Gauss Flayer, Terrifying [5 pts.]	[31] 93
10-12	Necron Immortal x2	3+/2+	+3	+4	+1	+8	Gauss Blaster, Terrifying [5 pts.]	[36] 72